



**2018 Vidya Gaem Awards**  
*Award Speeches*

## EDITOR'S NOTE

Awards marked in **Blue** were read during our **eSports visual presentation**.

Awards marked in **Red** were during our **Tencent Takeover visual presentation**.

## Least Worst - Smash Bros.

It's fucking in. In true tournament game fashion, Smash Bros. has crushed the competition to come out on top once and for all as the victor in this contest. With a plethora of stages, an overwhelming roster, and a music library the size of Nintendo's own game library, this entry has near limitless replayability and is always a hit at any party. That's not even touching the extra modes, spirits, and of course the elephant in the room, the DLC. Regardless of whether or not you seem to care about Smash, this appears to be the one hot topic everyone has an opinion on, and has fanned its share of flames online, as for the first time ever, it feels like truly anything can happen.

Striking a nice balance between the 'tism of Melee, the casual appeal of Brawl, and the quality-of-life changes heralded by 4, Ultimate's rebalancing of existing content, and addition of long-requested characters made the game appeal to everyone on both the casual and competitive level. Between collecting different costumes, spirits, and music tracks, completing the Spirit board, trying to make it into Elite Smash, there's nearly endless amounts of content for anyone to enjoy. Living up to its name, Super Smash Bros. Ultimate can be described as only one word; Super. Or ultimate. Two words I guess.

## Most Hated - Fallout 76

Bethesda tried to paint this as something Fallout fans have cried out for. They're crying alright, because even the fake leaks were better than what got shit out. From Bethesda giving a PR announcement stating the game would be launching in a rocky state and trying to play it off as a "quirky" trend of the modern video game industry, to having one of the cornerstones of the pre-releasing marketing be a fucking Rick and Morty twitch stream, nearly everyone outside of the most normal of normies could see this was a disaster waiting to happen. Between the mismanagement at Bethesda, the poor in-game experience, or just the laughably embarrassing physical incentives to actually giving this company your money, it's as if the classic Bethesda bugginess has manifested itself within the actual studio itself.

Bethesda's been in some hot water lately, between paid mods, Fallout 4's unpolished state, Skyrim's re-releases, and more, but nothing has really set the fanbase off quite like Fallout 76 did. From day 1, the shit hit the fan; terrible aesthetics, even worse performance, the lack of an actual story, repetitive gameplay, and that's just covering the digital side of things. \$200 bag? It's made of canvas. Compensation? \$5 of credits. Requesting a replacement item? Your private information has just been released. Players find a dev room? Ban them without warning. Want some other controversy? Give it a week, I'm sure you'll hear of something.

76 has been this odd, perfect storm of everything that could possibly go wrong doing just that, and it's honestly no surprise why it's here. By now, I'm sure you've heard the problems a million times over, so there's no reason to stretch this out any longer than it has been. Avoid it at all costs.

## **Best Flash Game - SuperDeepthroat**

This was a tough competition, each of these games are truly amazing, and show off how Flash gave even the average person the ability to design some absolutely fantastic games. But, in true flash game fashion, what sticks with the user in their hearts and memories most is what they were able to beat their meat to. Enter Super DeepThroat. A treasured game by many, Super DeepThroat is a sacred gem of human ingenuity, and the overall progress towards the envisioned utopia of getting your dick sucked by Chun-Li. Only she's dressed and accessorized to your liking. And has a dick.

I truly believe this game won, not because it's so much better than all the others, but rather each game was just as fondly remembered, only this one came with the added benefit of draining your load in the process. Konashion has long-since disappeared, with a wild swarm of all sorts of rumors, but regardless of where he has truly gone, at the very least the extensive fanbase has picked apart and customized this game so much beyond its original capabilities, that its modding scene is diverse and still going strong, with countless models, countless positions, and countless potential lives lost to a sea of shame. The enduring legacy of Super DeepThroat has ensured development will never truly ended. And neither will my "sessions" with it.

## **Worst Fanbase - Fortnite**

In 1996, Koushun Takami finished the original controversial novel of Battle Royale. It didn't get published until 1999 due to fears of influencing others' natures, especially impressionable youth. The movie-adaptation released in 2000, and concerns exploded as even government officials began to worry about a "rubbish" film "turning murder into a game". Almost 20 years later, they were right.

That's right, it's the dance sensation that's sweeping the nation; Epic Games' Fortnite: Battle Royale throws away literally everything they had been planning for years prior to shoehorn in a game mode that would crush the competition, and aim to achieve the EPIC VICTORY ROYALE.

Soon, almost everyone on Youtube and Twitch was playing the game; whether child or manchild, and it seems like the Fortnite craze just won't die. Gone are those 7th gen days, with all kinds of fanbases spread across numerous titles, no more do kids come home and choose between playing some Grifball on Halo, or Zombies on CoD, there's one game, and one game only. Fortnite!

## Best Writing - Red Dead Redemption 2

Red Dead Redemption 1's original story gave us the tale of John Marston, telling the tale of how his previous misdeeds followed him and haunted his life in the far future. Throughout the game however, you only ever get hints of what exactly went down in those fateful days. The series' long-awaited third entry aimed to finally shed the light on what Marston's crew did to earn the wrath of the government.

Arthur Morgan, Dutch van der Linde and their crew pulled some of the most notorious heists in Rockstar's devised Western world, and Red Dead 2 structured the narrative to give you the feeling Arthur had as everything spirals out of his control, and he goes too deep to ever escape. While many of the plot devices are nothing special to a Western tale, Rockstar's combing with a fine-toothed brush ensures that nothing ever feels too cheesy or played out, crafting a deep tale that truly immerses the player in Arthur's boots, and finally gives the perspective on what haunted John so well into the future.

## Worst Writing - Fallout 76

I'm not quite sure if you guys know what "Worst Writing" means. At this point, I feel it's synonymous for you guys with "Least Writing," but here we are again with a game not too different from 2016's No Man's Sky in terms of writing, a game that won this category as well. Except this one doesn't even have NPC's for us to complain about like that game did.

I suppose for an open-world sandbox without any non-player characters, it actually has a lot more than you'd expect. The problem is that the writing is as dead as the characters that left those audio logs behind in the first place. There's several letters to and from people who are dead, but with no survivors to relay the information to, what's the point of having it? It's like having records of Ozymandias all over the place, and just like in the poem, nothing but decay remains.

I am no more positive in case that those individuals of whom have participated in this vote are aware of the interpretation of the term "Inferior Calligraphy." I am incipient that those responsible believe it is compatible with "Nadir Calligraphy," and yet attendant we abide holding a lud...



## **Best Gaming Beverage - Water**

Water. The birthplace of life. The compound responsible for our existence. It can give, providing us with food and quenching our thirst. It can take away, in destructive tsunamis or torrential rains. But most important; it's the most boring fucking thing you people could have chosen.

Water has had a long history in the hearts of gamers everywhere. Something about its tasteless-ness and cooling potential brings people together. It strengthens us to achieve the impossible. It allows us to function at all. Its at least 60% of us. We are water. We are human. We are the winners of this award. And yet we are also the scourge of every gamer fuel thread. Be proud of who you are, hold your head high, yes, you are that sad, sad individual who has to compare himself to a plant, and rain on the parade of those who like to have a little fun in their lives.

Thank you, water. You will forever be remembered as the drink that can only be described as "definitely a drink."

## **Best Developer - Masahiro Sakurai**

From successfully helming one of the Big N's biggest franchises to directing bangers like Kid Icarus Uprising, Sakurai has continued to prove himself time and time again as one of the best developers in the industry, and the latest Smash has once more continued this trend. His mysterious mindset has puzzled fans and sparked discussion across the web as he continues to add and strip away various features to the hotpot of a series he makes. One day he'll pop up in a random photo with a big-name dev, the next someone entirely unrelated is confirmed for Smash. The man's a Japanese Rian Johnson of video games.

Putting aside maddening decisions he makes regarding the roster, you can't help but respect a man who will literally work himself to death if it means his fans are satisfied; he did "retire" about three Smashes ago, after all. And yet, even with such rigorous work ethics, Sakurai will scour entire console libraries to find any reference or fanservice he can to please his players.

Sakurai may look young, but the man's a seasoned veteran of the industry, with a passion for making things right. It's been over a decade since Brawl, /v/. I think it's time to let it go and forgive him.

## **Worst Developer - Bethesda**

Have you never made it past a single Youtube tutorial on animation principles? Do you think it's acceptable to go until 2011 without giving your players a jumping animation? Is your creative output best summarised by a sarcastic Fleetwood Mac song? Congratulations, you may be just what they're looking for down at Bethesda Softworks!

Bethesda's good old fashioned "quality" has become such a recognizable meme at this point, it's essentially a staple of their image, ingrained in their own brand itself. Horses spinning faster than a Beyblade? Classic Bethesda. Radiant conversations as realistic as a Tommy Wiseau script? Guess who! A modding system that functions about as well as a rocket made from duct tape and drunken ingenuity? You guessed it, the big B.

Overall, Bethesda likes to drag Todd out on stage whenever they want to try and seem fun and friendly, but with everything that's gone recently, it's worth remembering that no matter how charming Todd Howard may be, there's always a Pete Hines lurking in the shadows.

## Guilty Pleasure - DUSK

Dusk chose to follow recent trends of games such as Ion Maiden and Project Warlock to make a modern FPS in the same style as the classics. Proudly siphoning dozens of ideas from the classics, but overall looking to improve upon none, the gameplay is fun as any other game, but whether it'll have the lasting power of something like Doom, Duke, or Shadow Warrior is left to be seen.

Regardless, the game still gives you an exhilarating experience, letting players run through the gritty killing fields, and resonated with audiences enough to gain a respectable, if modest, following. Where some call it a soulless attempt to bank on nostalgia, others are just as quick to call it an homage, appreciating the attempt and excited to see what's to come. Regardless, I doubt many would call it a bad game, perhaps just express disappointment as to what it could have been. However, history is written by the victors, or in the case of old FPS games, the modders. Time will tell exactly how Dusk will be remembered, but for now, let's appreciate the little guys who made this game top this list.

## **Best Trailer - Devil May Cry 5**

I'll be honest with you guys, after 5 straight years of Kojima sweeping this dumbass award, we were considering nixing this entirely and just making a skit instead. Thankfully it seems you came to your senses and gave it to something else for once. Unfortunately, it is still a Japanese company... but... baby steps!

It would seem after receiving so much shit for all these years that they've finally tried to right their wrongs with the Devil May Cry fans. Continuing the storyline of both Dante and Nero, it would appear they've added a third protagonist into the mix, giving the few fans of 2013's Donte a vehicle to express their black-haired, tattooed edgelord as soon as you pull the new kid's trigger.

Combining fast, fun beats with the crazy and stylish combat and cinematics of Devil May Cry, this trailer reintroduced us to the characters in a way that satisfied everyone. Although the content isn't quite in line with core socialist values, DMC 5's reveal trailer turned a ton of heads, and it stood out above the crowd as something from Capcom to actually remain optimistic for.

## **Best Character - Kazuma Kiryu**

Kiryu Kazuma, the Dragon of Dojima. The man is a father, a lover, a friend, and a brother, but most importantly, Kiryu may be the most iconic gangster that anyone has ever laid eyes on. Stylish, slick, and with a heart of gold, the man works his way up the ladder while vowing to never take a life. He's a beast who wouldn't hesitate to punch a fucking tiger in the throat. He's a father, who cares for his daughter and her son with all his heart. Kiryu is the man we all strive to be, and be with. The ideal dad bod. You may not like it, but that's what peak performance looks like. Authentic, Japanese flesh, folded over 1,000 times. Kiryu Kazuma is a little of everything, including the best character.

## **Worst Character - Sylvanas Windrunner**

Sylvanas Windrunner's character evolution is quite the spectacle. Fifteen years of tragic character development and deep motivations in the mind of a sinister general capable of planning some of the most heinous acts of indecency in war. Then tossed out for three years' worth of female empowerment. The Banshee Queen has been uplifted from a background plotter who worked her way around the eyes of those who held her back to maneuver herself into a position favorable to her people, in to the Warchief of the Horde she has historically cared little for. Kind of. She still puts her people, the undead citizens of Lordaeron, above the other races. Except when she doesn't.

Look, Sylvanas' character development could go either way. It wouldn't be crazy to say she's a maniac who wants nothing more than to blight the world, and ensure her people's survival. At the same time, it's not impossible that she could have a change of heart and learn what the Horde symbolizes in Warcraft. But Blizzard just doesn't seem to fucking know what they want to do with her, and give off some of the most whack mixed messages I've ever seen. And unfortunately, being a hot, undead, Elven dominatrix means she can get away with just about anything because of the inevitable legion of fanboys she's got. Thankfully, even the fanbase seems to be waking up to her, and when your playerbase is autistic enough to actually protest her in-game so much that you've got to give them the opportunity to betray her, it should be a sign that maybe you've gone just a bit off the deep-end with this character.

## Worst Ongoing Game - Overwatch

Overwatch threw its hat into the ring a few years ago and tried to play with the big boys of the arena FPS genre, but unfortunately Blizzard just doesn't have a damn clue on how to keep the game interesting. Where as TF2 had a few years of gameplay updates before it switched into cosmetic maintenance mode, Overwatch left the gate with that ideology in mind, and didn't even have custom maps and game modes to fall back on. But at least the community loved it enough to develop an entire scene, right? Wrong again, almost nobody cares about the esports scene, it's just being artificially pushed onto the players by Blizzard, desperately trying to gain some attention.

And worst yet, the disasters don't stop with stuff inside the game. It's one thing to punish mic spammers or grievers, but a player who taunted the enemies too many times? A pro who said a mean word on Twitch? Some kids whose University abbreviates to FU? Will anyone cull Blizzard's unending desire to chastise every tiny thing their player base does that they disagree with? It's obvious the game's development team cares more for policing the community's attitude more than providing engaging updates beyond a new map or hero, and at this point, one has to stop and wonder if maybe Lawbreakers really was the better game.



## **Best New IP - Octopath Traveler**

You know why they call it Octopath, right? Games with multiple protagonists is nothing new, but multiple routes for each one is definitely a concept that, at the very least, has been explored to a much smaller extent. From day 1, development of Octopath Traveler was decided to be a collaborative effort between the developers, and the feedback they've received from fans regarding the title. Utilizing an art style that's both old and new at the same time, the title stands out amongst the competition, blending this "2D-HD" (trademarked by Square, by the way) aesthetic with symphonic and light-hearted music, you get a feeling of wonder and inspiration from the stories that unravel as the game goes on.

With a variety of playstyles between the characters, and unique traits that make each experience stand out from the others, Octopath breathes new life into an otherwise uninspired genre. With the success it found, Square Enix might have the confidence to return once more to mid-range budget titles, instead of dumping a hefty 200 mil and 10 years on every title they shit out.

## **Best Game Nobody Played - Taiko no Tatsujin: Drum 'n' Fun!**

Come on, shake your body baby, do the conga, I know you can't control yourself any longer. Feel the rhythm of the music getting stronger, don't you fight it 'til you tried it, do that conga beat! Yeah.

Taiko's been a long-running series that used to be loved by /v/, so how it ended up in this category is a mystery to me, but regardless, the latest entry is probably the most-refined yet, with its casual appeal, but its batshit insane skill ceiling on the highest difficulty.

With the intended arcade playstyle as well, the Switch's control scheme actually works the gimmick in its favor, a rarity amongst Nintendo's systems. With a mixed track list of video game music, classic, and pop songs, the music we got after localizing certainly beats the shit we got back on the PS2. With any luck, this one will find some success, and inspire a few more obscure rhythm games to come stateside as well.

## **Best Implementation of Old Franchise - Monster Hunter World**

While off putting at first for many of the original fans, World found success in both mainstream and niche audiences alike, with minimal holdouts upset over what had come in the title. While the segmented maps offered some gameplay mechanics in the past, open world is a move that just makes sense for the types of games the Monster Hunter series is, and with the quality-of-life changes made, as well as implementing the environment itself into the combat mechanics, the series has shown new potential for what could possibly come under this new direction.

Who would have known that once you dumb down the mechanics and interface, that it would suddenly become a hit in the West. Really, really makes you think.

## **Best Graphics - Red Dead Redemption 2**

We're not quite sure why a Western game, both in setting and in development, has won such a prestigious award, but it seems the masses have simply latched on to the familiar. Rockstar has carefully crafted a world that can only be described as stunning, with their intricate landscaping and eye for detail, even going as far as to put the game's horse balls on a pedestal. Westerners would, of course, put such emphasis on degenerate content, but I suppose an untamed society that places technical detail above loyalty to the ideas that uphold their world would ogle such pointless absurdities.

Regardless of the features this game boasts, the American landscape is truly shown to be awe-inspiring both in scope and detail, giving a glimpse of what could one day belong to us, prior to claiming it for civilization as any modern country would.

## **Worst Graphics - Fallout 76**

While not as demeaning of a setting to the Americans as the previous Fallout entry, 76 still shows a good visual example of what could become of them should tensions ever arise between China and the states. An ugly, dirty setting where everyone huddles up in the same shoddily slapped together cottage, rummaging through endless piles of polygons with trash textures pasted on top, and some trees that look ripped right out of Skyrim.

Bethesda's titles have never been graphically impressive, but considering how much had to be sacrificed to get a bunch of idiots clumped together on one server, and the obvious fact that this game is basically an asset flip shows just how inferior American products are to those manufactured in China, under the watchful eyes of our wonderful government that ensures nothing but the highest of quality.

## **Best Visual Aesthetics - Dragon Ball FighterZ**

A fighting game that utilizes the original art style with stunning colors in a cel-shaded environment is nothing new. (Whisper: "That was a JoJo reference.") That being said, Arc System Works is no stranger to the fighting game genre, so quality is to be expected with a title developed by them.

The artists at Arc Sys have truly mastered this shader-induced visual style, there's a stunning attention to detail in almost every aspect of the design. Fluid movement and attack animations, stage specific finishers that blend into the environment, and character poses/details pulled panel-for-panel out of the original manga. Even if you're a casual and have no idea what fighting game terms like "negative edge" or "plus on block" even mean, DBFZ is still an absolute treat to see in motion and makes even our great republic's finest animators blush. Capcom may have a nice set of stones, but Arc's got even more balls.

## **Best Eroge - Rance X**

Hmmm, the Eroge award. We told our chinese sponsors that this award was a demand from our audience and they relented. Looks like they don't mind it as long as it showcases the filthy Japanese degeneracy. Without further ado:

After 28 years of blood, lore, and semen, Alicesoft brings Rance to a climax. Rance X returns to grand strategy, but with the series' highest stakes right from the start. Choices and replayability are king, and tons of secret content will keep you coming. By La Way, even though this is the "final" game timeline-wise, Rance IV may still get a Zero Four remake, so odds are the Hyper Weapon will get at least one more chance to shine again. Until then, enjoy the ride.

## **Best Gameplay - Super Smash Bros. Ultimate**

Super Smash Bros. has had a long-lasting debate in the west as to whether it's a party game, or a fighting game. Some argue the playstyle and control scheme is too simplistic to be considered an actual fighting game, while those who say otherwise note the high-APM tech involved in the professional moves. But no matter where you stand on Smash Bros., it's fair to say that the gameplay is objectively great, and Ultimate is definitely no exception to this rule. Improving upon its predecessor from the Wii U and 3DS, we can once more play as our favorite characters from some of the most beloved SB-926 games that many of us grew up playing late at night.

The team over at Sora made sure to give every character their own unique feel and playstyle that would be sure to resonate with the players, movesets, for example, that a casual fan of a game could guess of a character just from first glance. Whether it's the general movement and fluidity you appreciate, or the small details and technical nuances that really get you off, Ultimate's gameplay is something even the biggest competitive whore can enjoy alongside the most casual of player.



## **Worst Gameplay - Fallout 76**

Look, Bethesda's RPG's have never been known for their amazing gameplay. Some of the best experiences from Morrowind were going out of your way to break the game's systems as much as possible. Fallout's always been more entertaining to watch break, than it has been to play. But without the story and roleplaying to actually keep the game afloat, what little enjoyment can be gained from walking around and looking for pieces of trash from trash cans is lost. Not for any particular cause, it's just how the game is designed.

People who liked crafting survival games already had RUST; people who liked loot skinner boxes already had Diablo. Fallout 76 brings nothing new to the table, and doesn't even try to expand upon the already-existing ideas. No self-respecting member of the CCP would be caught playing something as unproductive or promoting of divisive individualism such as this. It was a shallow recreation with a Fallout-branded coat of paint, and when the entire aesthetic of the game is everything being broken or covered in trash, that's probably not a look you want to sport.

## **Best 1998 Game - Metal Gear Solid**

You didn't think you'd have a /v/GAs without Kojima popping up somewhere here, did you?

Konami didn't invent the stealth genre, but they definitely changed the standards with Metal Gear Solid. Back then, the MSX games weren't as well known in the west, so a lot of the first 3D entry came off as fresh for us. Cinematic games often deserve the flak they get, but MGS was one of the first to use storytelling to give players a sense of immersion as the stakes grew ever higher. The developers were interested in making every sequence of it memorable and having fun along the way with the player by exploiting the medium of videogames itself, leading to some of the most creative mechanics meant to fool the player and put an end to Snake's mission.

Kojima placed fun and a memorable experience above the standard template of a game, taking risks and trying to make every noteworthy moment stand out.. While the later games in the series would have some cool gimmicks to exploit, Metal Gear Solid 1 definitely had the most, and sometimes, most bizarre events the series had ever received.

## **Best 2008 Game - Left 4 Dead**

2008 was a magical time, and Left 4 Dead got shat out right into the middle of it, and came up into the perfect storm necessary to become a classic. Zombie survival films and games were just hitting their peak by then, 4-player co-op and console online had boomed with the seventh gen, and with the modding communities surging, many /v/irgins got their first taste of full-game modifications. With a colorful cast of characters that felt pulled straight out of a Romero film, the game got a boost in popularity with the countless memes and Gmod videos to come.

Left 4 Dead had a very passionate fanbase that loved the game enough to vote it over big contenders like GTA 4 or Metal Gear Solid 4, or weeb trash like Valkyria Chronicles and Persona. The players were perfectly content with running the campaign over and over again, as the AI system ensured no two games would be the same, dynamically spawning threats to match the player's skill.

## Technical Blunder - Fallout 76

Despite being Bethesda's most ambitious Skyrim yet, 76 fell flat on its face in just about every way possible, from the buggy enemy behavior, to the ineptitude of their design choices, to the limitations of the engine itself. Bethesda's unoptimized plate of spaghetti they call netcode has resulted in an easily-exploitable title filled with connection errors that allows its players to easily exploit its PVP and glitch their way into developer areas with ease.

Now games with technical faults are nothing new, but couple that with the lack of innovation and absence of creativity, and Todd's managed to put the SOUL into SOULLESS once and for all. Despite only being out three months, this title has become such a disaster for the company, that retailers are literally begging players to take their stock off their shelves, and sometimes just giving it away. We'd tell you to uninstall it if you could, but that option may be literally unavailable after the last 50-gig update.

## **Most Pretentious Indie Game - We Happy Few**

I bet you completely forgot this game even came out, much less existed. It's a shame, really, because it sounded pretty cool when it was announced, giving off the illusion of some sort of combination of 1984 and A Clockwork Orange. What resulted, however, was much, much more bland and shallow.

Playing out like a mundane walking simulator, the message of thinking for yourself is entirely lost on the audience when it's as simplistic and directed as the developers intended. Compulsion Games' biggest crime is thinking they had the writing chops and development experience to tackle messages and ideologies as deep and complex as this. Take one message away from this game, and like drugs, just say no.

## **Most Pointless Controversy - Cyberpunk 2077's Daylight**

Can you believe it, /v/? There's daylight in Cyberpunk 2077! I can't believe cyberpunk is fucking dead! The sun was supposed to stop working in 2024, none of this should be happening!

Just kidding, I'm not a fucking retard. In truth, the whole daylight controversy was probably the dumbest thing to ignite the internet in a very long time. Even something as stupid as Spider-Man's puddles vanishing can be seen as a graphical downgrade from bullshotted promotional footage, but this? Literally all we had was a trailer and some half-a-decade old promotional artwork. There was nothing to compare it to, hell it's daylight. No matter how much you fight it, unless you're in Siberia, half the DAY is daylight, I mean, day's in the fucking name.

I'm sure CD Projekt didn't expect to cause such a shitstorm once they unleashed the power of the sun, but really, when even /v/ is calling a controversy pointless, you know you're really, really reaching.

## Representation of Men - Yakuza Kiwami 2

Degeneracy in its highest form. Not only is /v/ in love with mobsters, and Japanese ones at that, but they even nominated them twice. Luckily China is exempt from this kind of stuff, and triads are a Western lie. Anyway, I suppose a speech is in order, right?

Yakuza brings out the masculinity /v/ wishes it had, and gives them an opportunity to express this desire in the only way they know how, remastering the story and visuals of Kiryu's second journey. As well as the previously-mentioned protagonist, you're also granted the pleasure of seeing fan favorite Majima once more, alongside a fully-grown and remastered Goda, among many others.

Yakuza Kiwami 2 shows that nature of men in the land of the rising sun, setting an example what masculinity should look like. Men are depicted strong and courageous just like the glorious and harmonious red nation army. It can be said that Kiwami 2 is only a fraction, a small taste of what your ideal Chinese brethren are. Men should share no weakness, men should be prosperous, men should be ready to serve our chairmen overlord with an open hand to salute and a rifle in the other.

Follow us on this retelling of a classic tale, once more, my friends. You're in for a wild ride.

## Representation of Women - Soulcalibur VI

Soulcalibur. For some of us, it means fighting. For others, it means character creation. For the patricians of this crowd, it means... lust.

The long-running series has blessed us with another entry, with the quality and "assets" necessary to stand abreast with the rest of the games this beloved franchise has produced. Like a freshly-planted seed, embedded within the womb of a fertile colleen, Soulcalibur was forged from pure love from an endearing team who knew all the right spots to touch with their firm, rhythmic experience. Bringing us such beloved characters as Ivy, Taki, and Sophita among so many more, there's a little of everything for us to bask in and appreciate, something that touches upon all of our desires, our cravings, our deep, dark fantasies.

The lads and lasses at Bandai-Namco did not disappoint with their latest entry, and is that a shock to anyone? After all, it's got this show's fan favorite 2B. Bless that mess that I confess to caress.



## **Worst Sequel - Battlefield V**

While none of the Battlefield games have been particularly strong in recent memory, Battlefield V stands out among them as an even worse sequel due to the plethora of asinine decisions surrounding the game: Launching a World War 2 shooter with only 2 factions, completely ignoring the war in the Eastern hemisphere (including the atrocities committed against our fellow countrymen by the Japs), and turning a previously fairly gritty war series into one step below a hero shooter, with a focus on "loot" and other collectable cosmetics to fuel microtransactions.

Even Battlefield 1, a game filled to the brim with the typical Western AAA monetization issues, still at least kept well to its World War 1 aesthetic. Instead now we have "le quirky robotic armed British women" charging on the front lines. But don't worry, all of this is okay because the developers are on "the right side of history". If the "right side of history" entails the continued degradation of Western culture, then that's all pray to Jinping that the Capitalist pigs at EA actually turn out to be in the right for once. Just don't ignore the fact the game was already 50% off only a week after launch, it's just part of the gorillion dollar marketing strategy...

## Crimes Against Gaming - SJWs

With SJW's winning, like half the controversies on this list win I guess, but better to go for the blanket problem in the end. It's pretty easy to understand why they would win though, they've shown up countless times in this show and never ease up. From Battlefield V's tone deaf marketing, to Sony stepping up censorship after decades of pandering to desperate weeps, these guys should take some time off with how hard they work.

Look, there's not exactly a whole lot to say here, after all, what hasn't been said? You want a speech, go back and watch the last, like, four shows. I think they lost one year, actually. I don't know anymore, honestly, but we'll just keep putting them in the show every year until you like them I guess.

## **Best Soundtrack - Super Smash Bros. Ultimate**

You think the roster's huge, you haven't seen anything. It would take literal days to listen to every song in this game one time over. Just how the hell did they even fit all those songs on those cartridges anyway?

Anyway, Ultimate's soundtrack would be a case of quantity over quality if it wasn't for the fact that all these songs were timeless classics. Sakurai's team plucked some of the biggest names and best versions of gaming's most iconic soundtracks, and it just goes to show that sometimes size isn't everything.

## **Worst E3 Conference - Sony**

This year, we had over five hundred of you join us for the first annual E3 stream, the /v/3's. And it was rather successful!

This E3 conference was just as interesting as the rest of them, and when we asked you what was the worst E3 conference, the votes are not that surprising.

Coming in at number five was Square Enix, with 736 Sweep Points. Bethesda was at number four, with 865 Sweep Points. Ubisoft was at number three, with 1007 Sweep Points. EA came in at second place, with 1156 Sweep Points. And who really pissed you off? Sony! At first place, with 1338 Sweep Points. Only 22 percent of you predicted that!

Sony started the press conference off with a guy playing a banjo, and then they showed The Last of Us Part II. After a brief intermission, because they had to go to another conference spot, they showed only three more games, and then they just went home. WHERE THE FUCK WAS THE GAMES, SONY?

Anyway, their E3 conference was so amazing, they decided that they wouldn't want to make other developers jealous, and have elected to not come to E3 due to the "world changing".

Maybe, just maybe, in another generation's time. We might see Sony Wake The FUCK UP and understand what people REALLY FUCKING WANT.

## The Other VR Award - VRChat

You work tirelessly, all day, moving crates in that shitty rundown warehouse for barely minimum wage. You come home with the foulest of moods, and you just need to get away.

So, you sit down, grab your VR headset, start up VRChat and fanboy over Garfield or Fortnite or whatever degenerate shit you're into, spreading your filth all over the world with Mr Krabs as your avatar. You spent hundreds or even thousands of dollars on your VR setup. You might as well use it, right? A safe haven for weeps, pre-ops, and furies alike, it's no wonder VRChat dominated the competition on this wildly misuse platform. Bringing a mix of Second Life and Garry's Mod into 2018's VR arena.

You can finally have some friends in this digital oasis with heaps of custom maps, avatars, and garbage memes. Chat about 9/11 conspiracies, chat about how Kojima keeps sweeping the Hyperbole Award every year, shout about how you've been planning your trip to Japan for six years, despite being too much of an actual pussy to book the flight. Chat about absolutely everything in this digital world of children, weeps, and e-celebs pretending to be something they're not. Likable.